THEORETICAL COMPUTER SCIENCE
Algorithms, automata, complexity and games

MATHEMATICAL GAMES SECTION

Aims and Scope. This section is devoted to, but not restricted to, the mathematical and computational analysis of games. It covers *multi-person games*: geometrical, combinatorial, positional, probabilistic, random, recursive and Ramsey-type games, games with perfect and imperfect information, games with and without chance moves and games against Nature as well as infinite games; *one-person games*: puzzles, pebbling, tiling and others; *zero-persons games*: cellular automata and others. It also covers connections or applications of games to areas such as complexity, graph and matroid theory, networks, coding theory, logic and surreal numbers.

Papers describing and analyzing algorithms or computer programs related to games are welcome. Only papers with original and nontrivial mathematical contents will be considered for publication.

SURVEYS AND TUTORIALS SECTION

Aims and Scope. This section contains expository papers (surveys or tutorials) dealing with important topics, areas or developments in any part of theoretical computer science. Papers should give a comprehensive and original treatment of the ideas, results and key proofs in the area they cover, and should also contain an extensive bibliography. Each paper in the section (survey or tutorial) should provide an expert introduction to a modern research area in theoretical computer science for which no prior treatments of similar extent have been given.